## **IN THE CLAIMS**:

Please cancel original claims 1-4 and please cancel substitute claim 1, without prejudice.

Please add the following new claims:

5. (New) A method for playing a recording medium in a player, the recording medium having a run-in area and at least one address area stored in the run-in area, the at least one address area containing at least one address of a beginning of a title stored on the recording medium in the form of a combination of multiple time units, the player having a read device and a memory, the method comprising the steps of:

when the at least one address area is read out, converting the at least one address of the beginning of the title to a start time in the form of exactly one time unit, the start time substantially corresponding to a playing time of the recording medium from a beginning of a program area to a beginning of an addressed title;

storing the start time in the memory; and calculating a track jump time, for positioning the read device at the beginning of the title, directly from at least one corresponding start time stored in the memory.

- 6. (New) The method according to claim 5, wherein the recording medium includes an optical storage disc.
- 7. (New) The method according to claim 5, further comprising the steps of, if a pause is detected at the beginning of the title, determining a pause duration and adding the pause duration to the start time.
- 8. (New) The method according to claim 5, further comprising the step of selecting the time unit depending on an accuracy needed for calculating the

